

Use Pointers

```
int main()
{
    int n[ 10 ];

    for( int i = 0; i < 10; i++ )
        n[ i ] = 0;

    cout << "Element" << setw( 13 ) << "Value" << endl;
    for( int j = 0; j < 10; j++ )
        cout << setw( 7 ) << j << setw( 13 ) << n[ j ] << endl;
}
```

```
int main()
{
    int n[ 10 ];
    int *p = &n[ 0 ];

    for( int i = 0; i < 10; i++ )
        p[ i ] = 0;

    cout << "Element" << setw( 13 ) << "Value" << endl;
    for( int j = 0; j < 10; j++ )
        cout << setw( 7 ) << j << setw( 13 ) << p[ j ] << endl;
}
```

```

int main()
{
    int n[ 10 ];
    int *p = &n[ 0 ];

    for( int i = 0; i < 10; i++ )
        p[ i ] = 0;

    cout << "Element" << setw( 13 ) << "Value" << endl;
    for( int j = 0; j < 10; j++ )
        cout << setw( 7 ) << j << setw( 13 ) << p[ j ] << endl;
}

```

```

int main()
{
    int n[ 10 ];

    for( int *p = ; p < ; p++ )
        = 0;

    cout << "Element" << setw( 13 ) << "Value" << endl;
    for( int j = 0, *p = ; j < 10; j++, p++ )
        cout << setw( 7 ) << j << setw( 13 ) << << endl;
}

```

```
int main()
{
    int n[ 10 ];
    int *p = &n[ 0 ];

    for( int i = 0; i < 10; i++ )
        p[ i ] = 0;

    cout << "Element" << setw( 13 ) << "Value" << endl;
    for( int j = 0; j < 10; j++ )
        cout << setw( 7 ) << j << setw( 13 ) << p[ j ] << endl;
}
```

```
int main()
{
    int n[ 10 ];

    for( int *p = n; p < n + 10; p++ )
        *p = 0;

    cout << "Element" << setw( 13 ) << "Value" << endl;
    for( int j = 0, *p = &n[ 0 ]; j < 10; j++, p++ )
        cout << setw( 7 ) << j << setw( 13 ) << *p << endl;
}
```

p  0012FF84

j 0 0012FF6C

n[0]	<div style="border: 1px solid black; width: 60px; height: 20px;"></div>	0012FF70
n[1]	<div style="border: 1px solid black; width: 60px; height: 20px;"></div>	0012FF74
n[2]	<div style="border: 1px solid black; width: 60px; height: 20px;"></div>	0012FF78
n[3]	<div style="border: 1px solid black; width: 60px; height: 20px;"></div>	0012FF7C

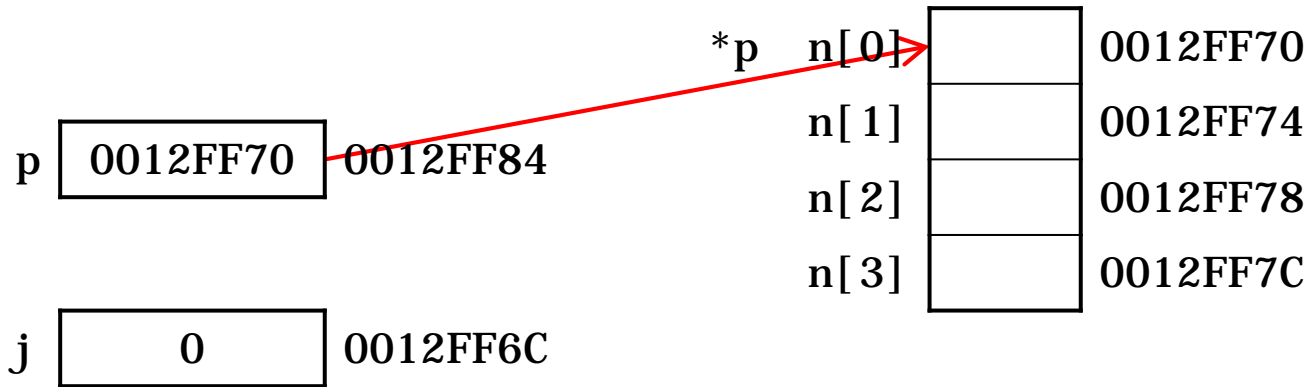
```
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```

Output



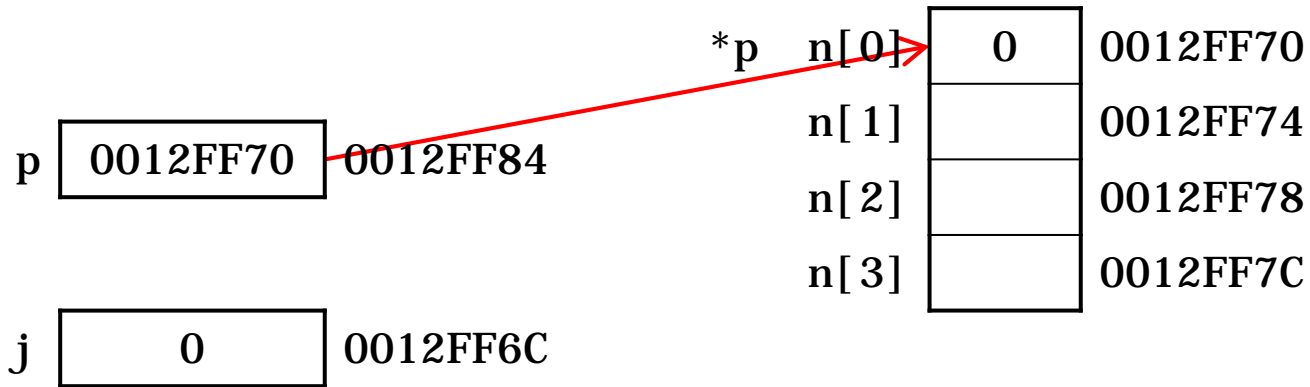
```
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```

Output



```

int main()
{
    int n[ 4 ];

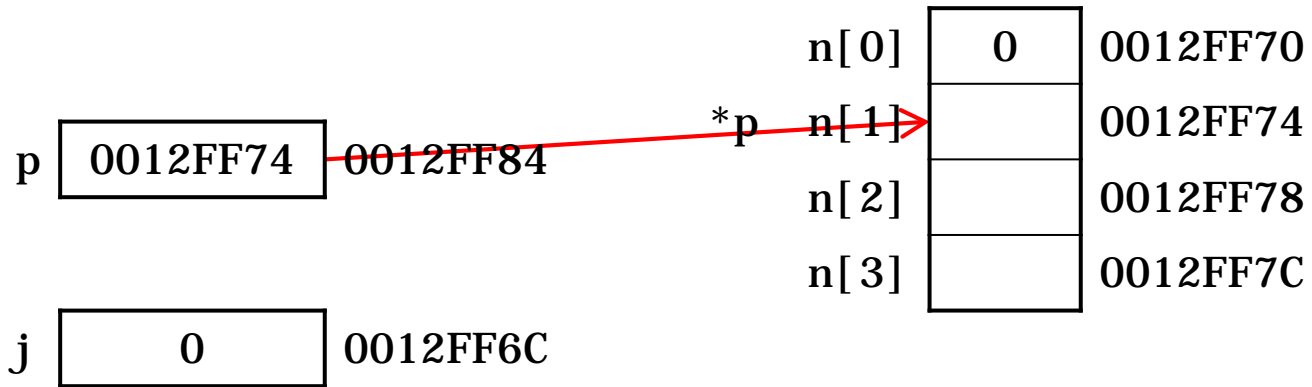
    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```

Output



```
int main()
{
    int n[ 4 ];

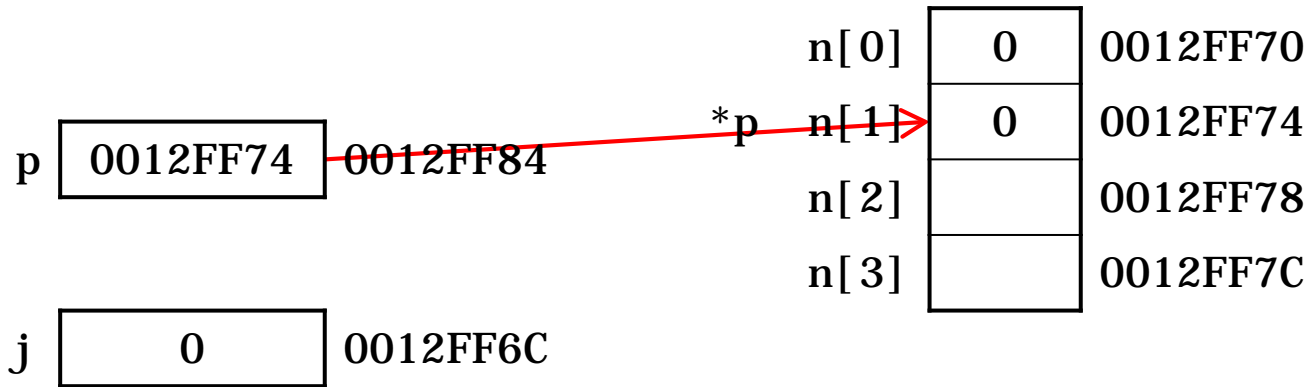
    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```

Output





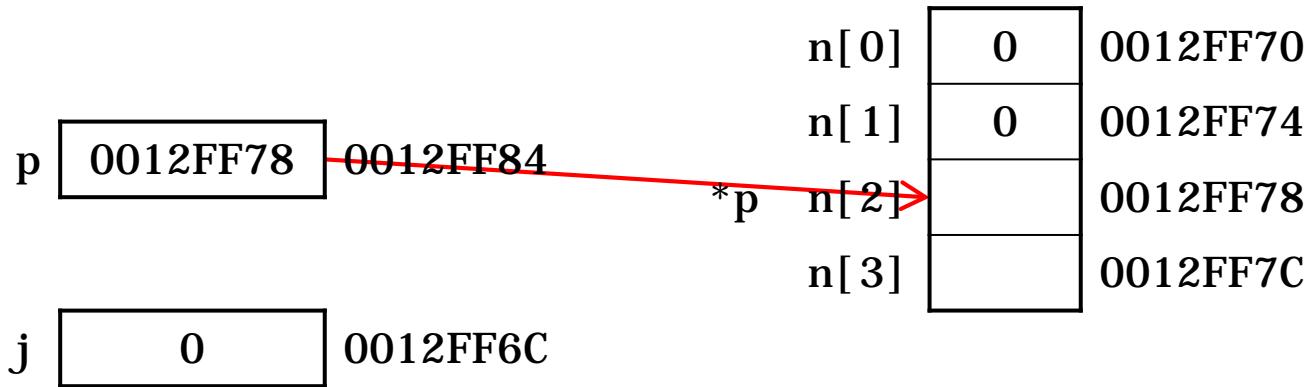
```
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```

Output



```

int main()
{
    int n[ 4 ];

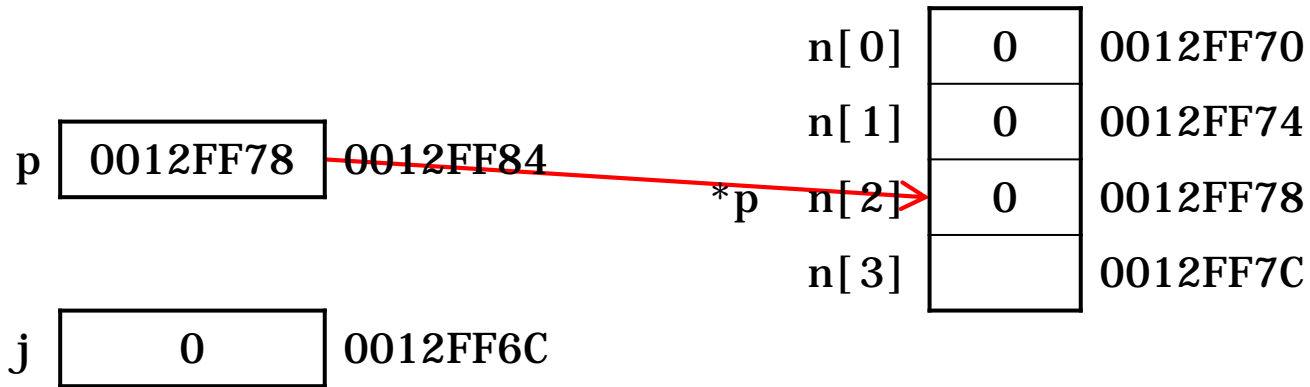
    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```

Output



```

int main()
{
    int n[ 4 ];

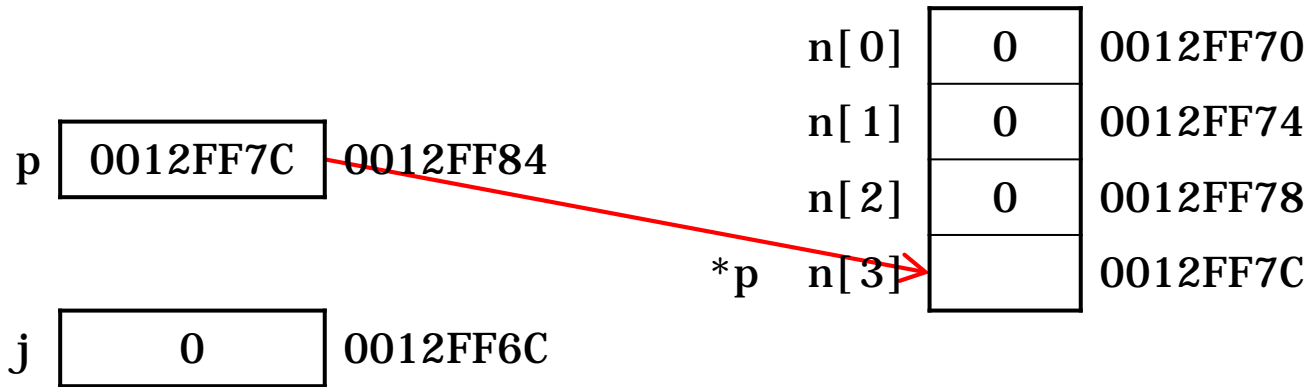
    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```

Output



```

int main()
{
    int n[ 4 ];

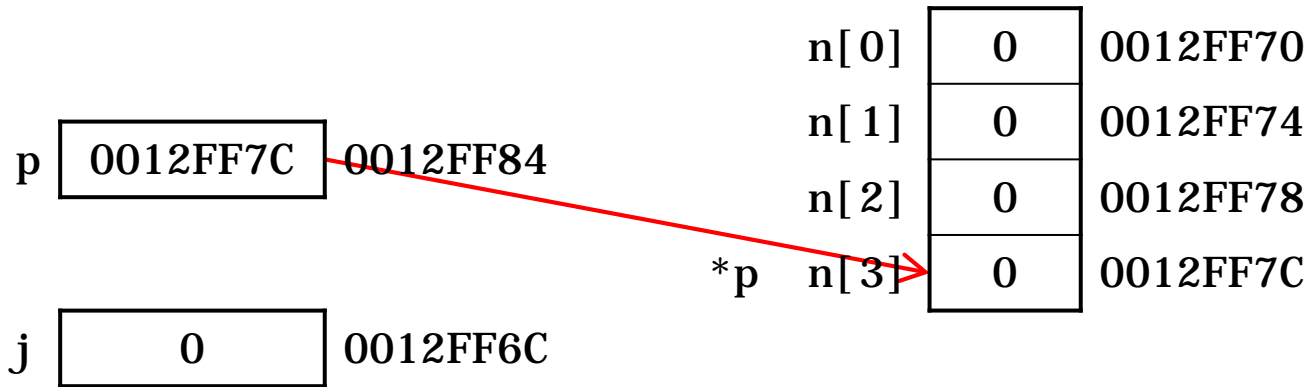
    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```

Output



```

int main()
{
    int n[ 4 ];

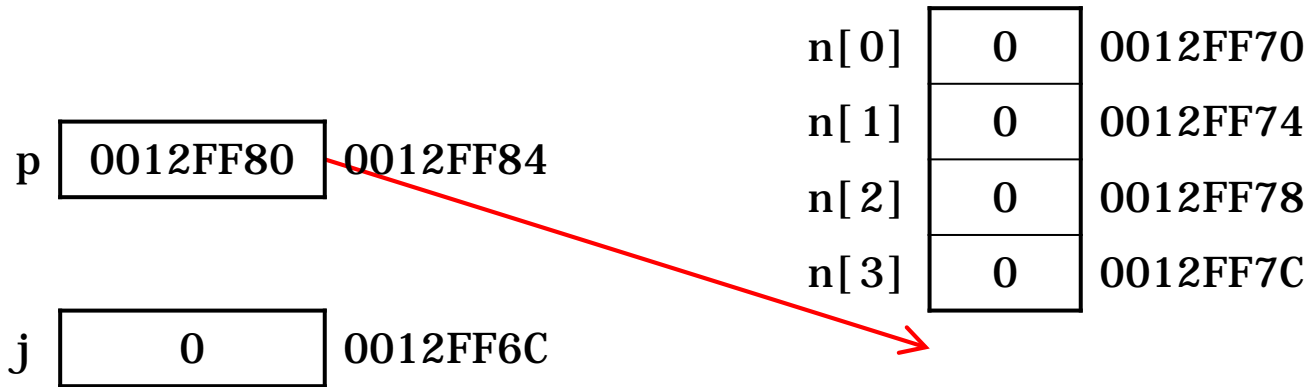
    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```

Output



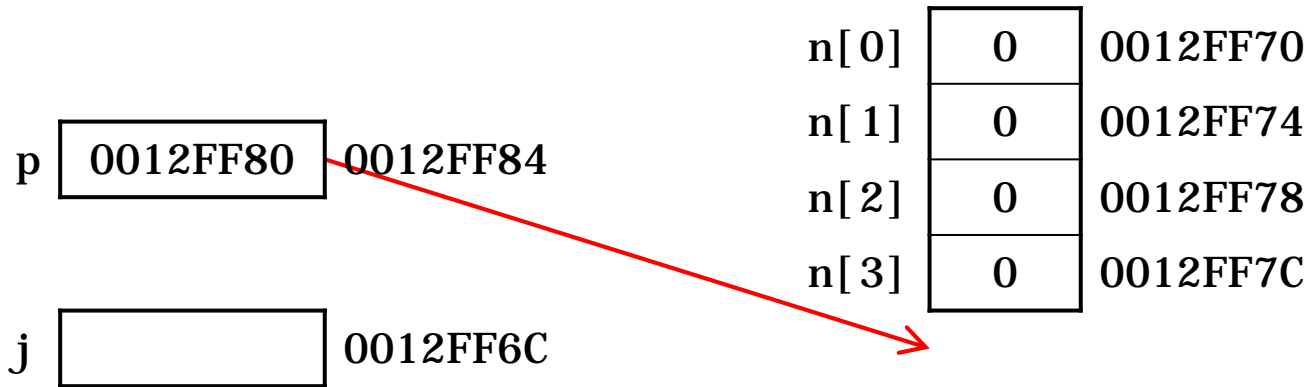
```
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```

Output



```

int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

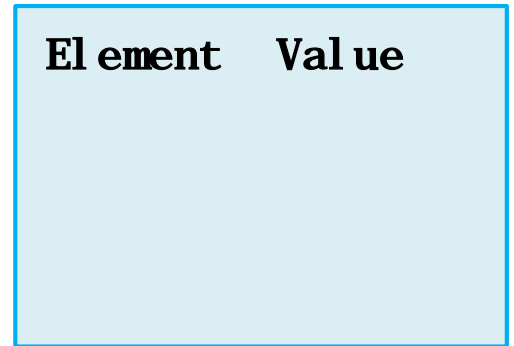
    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```

El ement    Val ue

Output



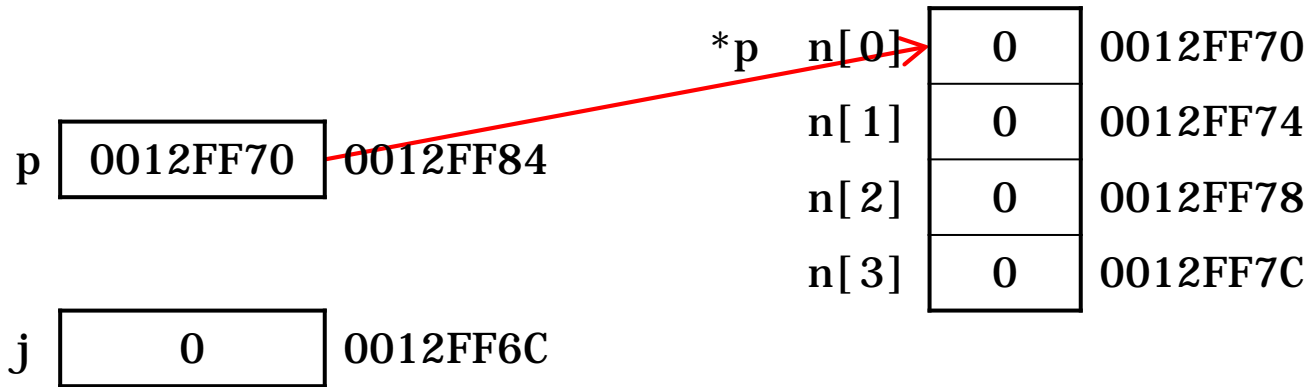
```
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```





Element	Value
0	0

Output

```

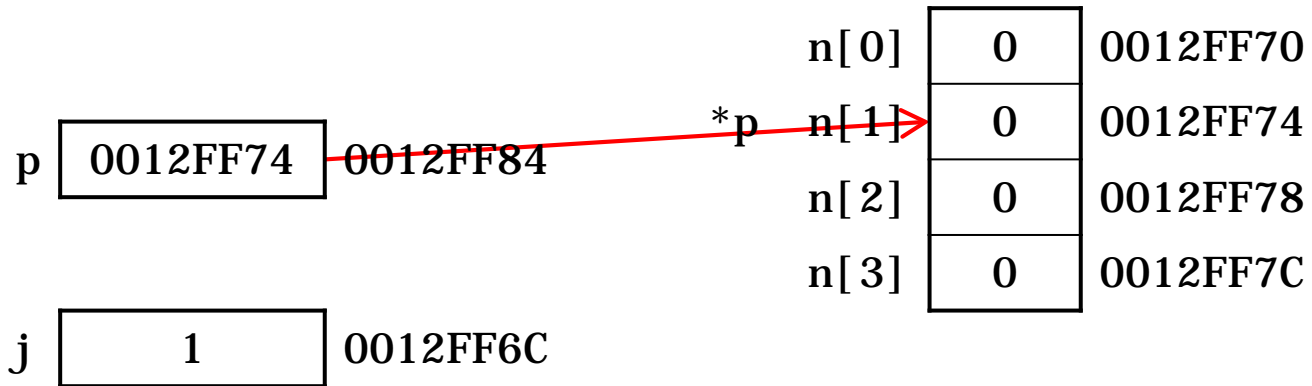
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



Element	Value
0	0

Output

```

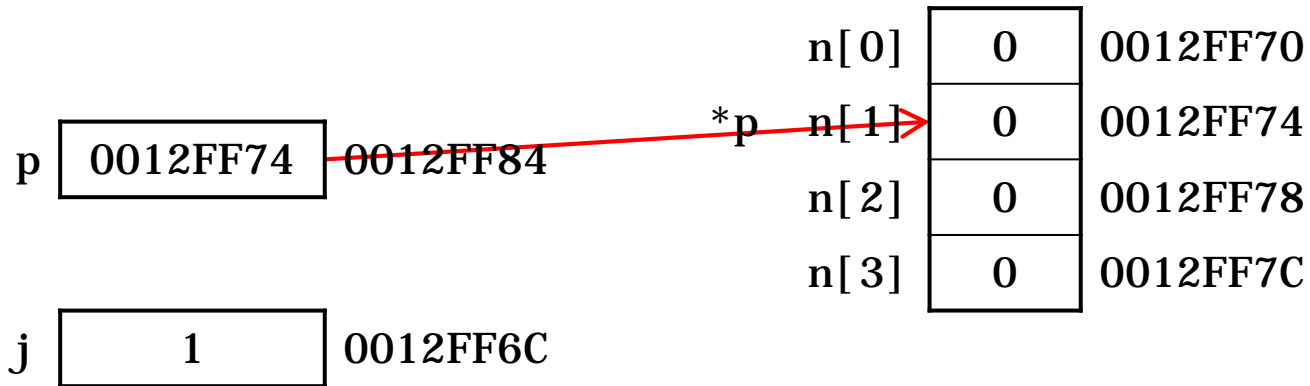
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



Element	Value
0	0
1	0

Output

```

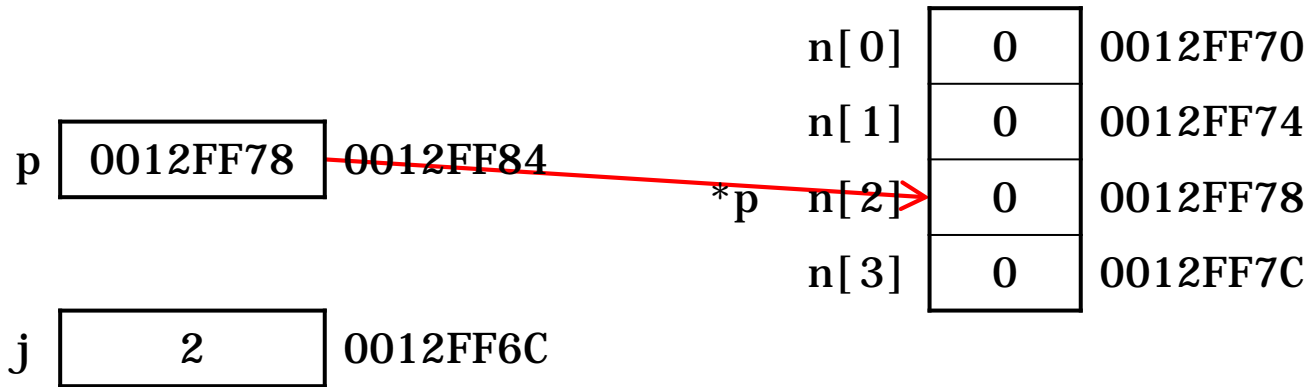
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



Element	Value
0	0
1	0

Output

```

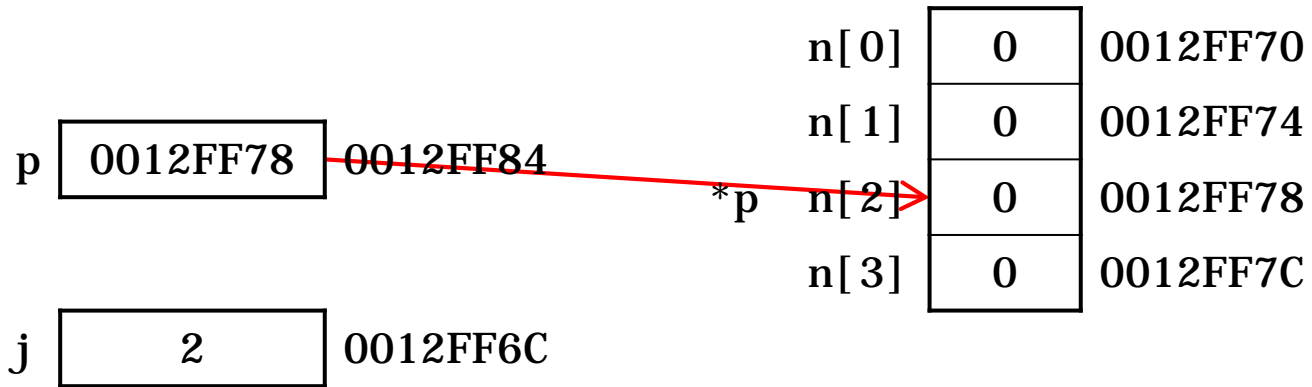
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



Element	Value
0	0
1	0
2	0

Output

```

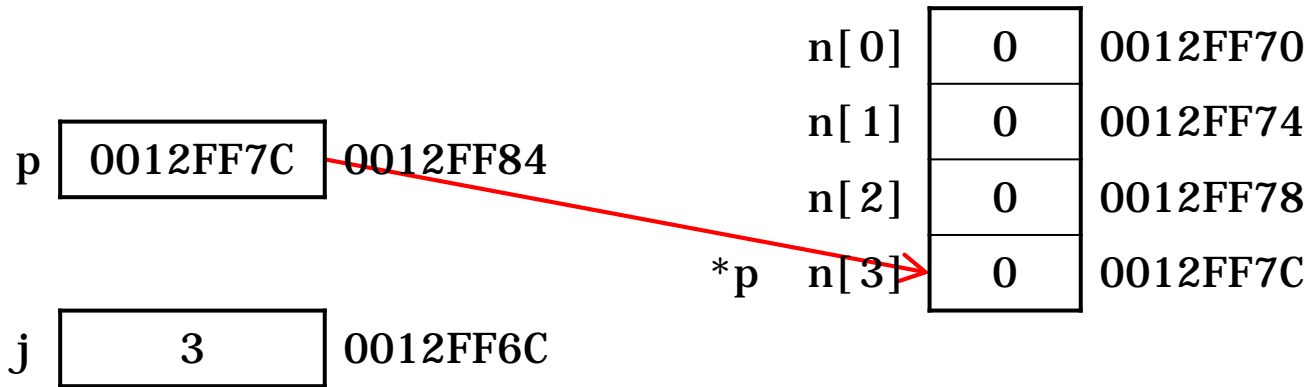
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



El ement	Val ue
0	0
1	0
2	0

Output

```

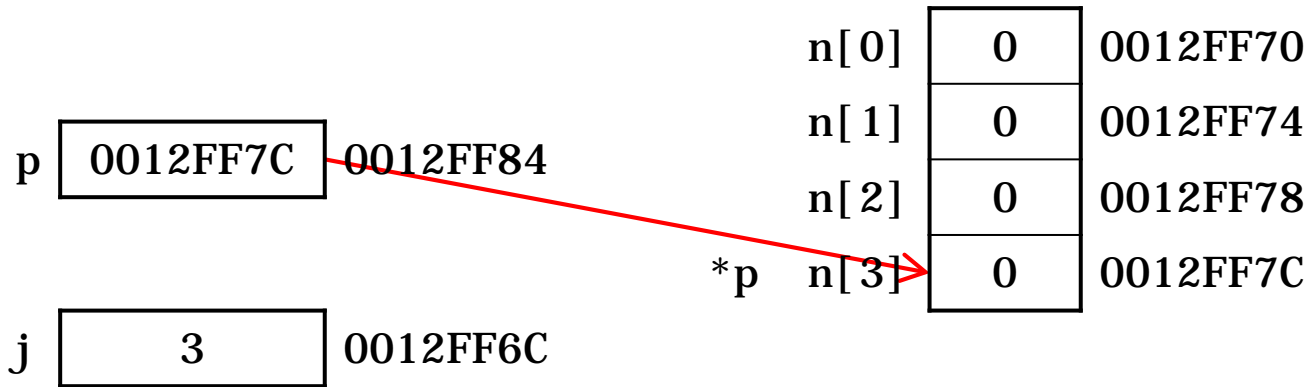
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



Element	Value
0	0
1	0
2	0
3	0

Output

```

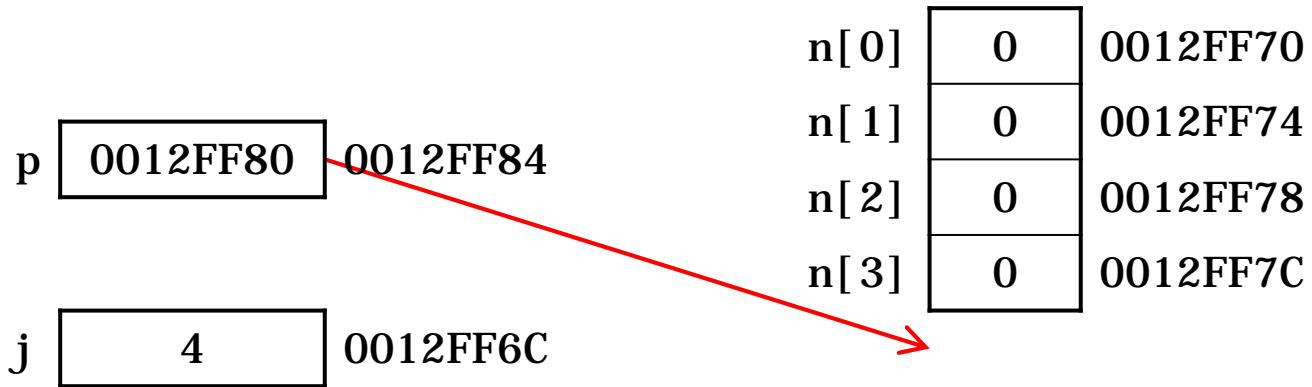
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}

```



```
int main()
{
    int n[ 4 ];

    for( int *p = n; p < n + 4; p++ )
        *p = 0;

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int j = 0, *p = &n[ 0 ]; j < 4; j++, p++ )
        cout << setw( 7 ) << j << setw( 7 ) << *p << endl;
}
```

El ement	Val ue
0	0
1	0
2	0
3	0

Output





```
int main()
{
    int n[ 10 ] = { 32, 27, 64, 18, 95, 14, 90, 70, 60, 37 };

    cout << "Element" << setw( 13 ) << "Value" << endl;

    for( int i = 0; i < 10; i++ )
        cout << setw( 7 ) << i << setw( 13 ) << n[ i ] << endl;
}
```

```
int main()
{
    int n[ 10 ] = { 32, 27, 64, 18, 95, 14, 90, 70, 60, 37 };
    int *p = n;

    cout << "Element" << setw( 13 ) << "Value" << endl;

    for( int i = 0; i < 10; i++ )
        cout << setw( 7 ) << i << setw( 13 ) << *( p + i ) << endl;
}
```

```

int main()
{
    int n[ 10 ] = { 32, 27, 64, 18, 95, 14, 90, 70, 60, 37 };
    int *p = n;

    cout << "El ement" << setw( 13 ) << "Val ue" << endl;

    for( int i = 0; i < 10; i++ )
        cout << setw( 7 ) << i << setw( 13 ) << *( p + i ) << endl;
}

```

```

int main()
{
    int n[ 10 ] = { 32, 27, 64, 18, 95, 14, 90, 70, 60, 37 };

    cout << "El ement" << setw( 13 ) << "Val ue" << endl;

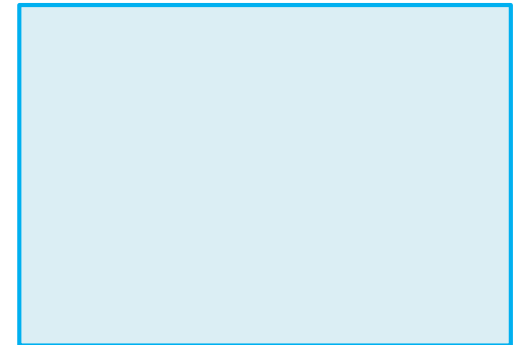
    for( int i = 0, *p = n; p < n + 10; i++, p++ )
        cout << setw( 7 ) << i << setw( 13 ) << *p << endl;
}

```

p  0012FF84

i  0012FF6C

n[ 0 ]	32	0012FF70
n[ 1 ]	27	0012FF74
n[ 2 ]	64	0012FF78
n[ 3 ]	18	0012FF7C



Output

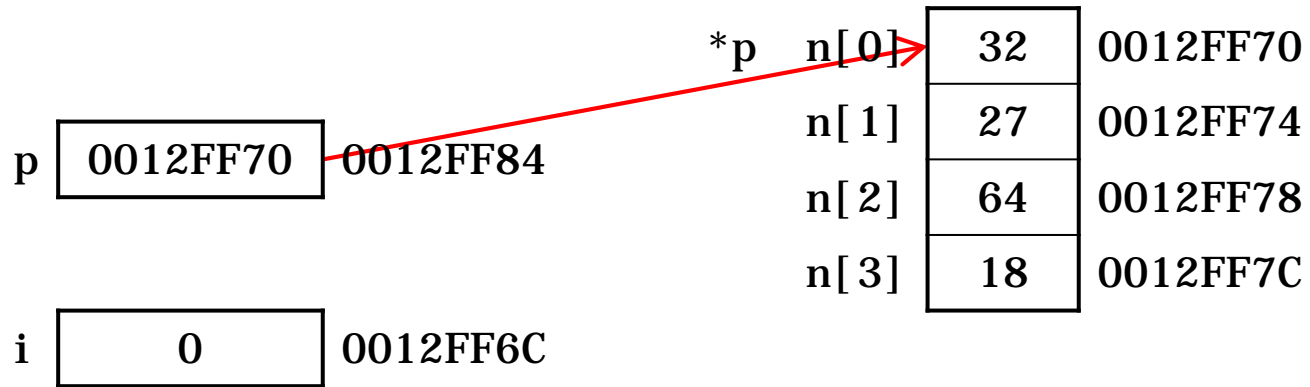
```
int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}
```







Element	Value
0	32

Output

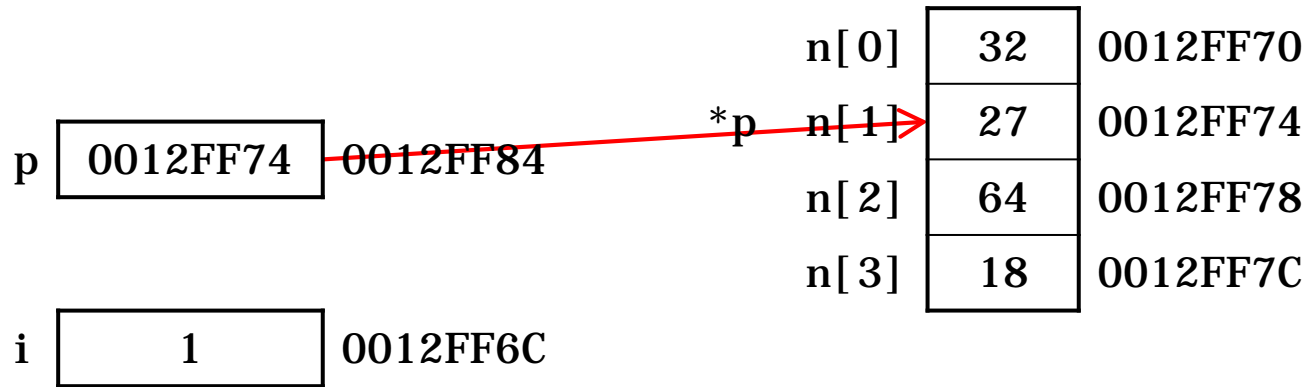
```

int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}

```



Element	Value
0	32

Output

```

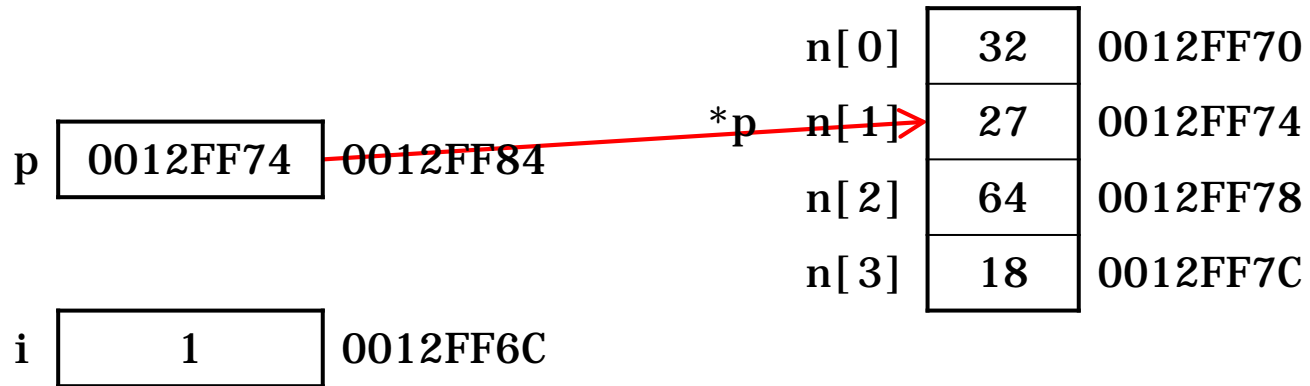
int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}

```





Element	Value
0	32
1	27

Output

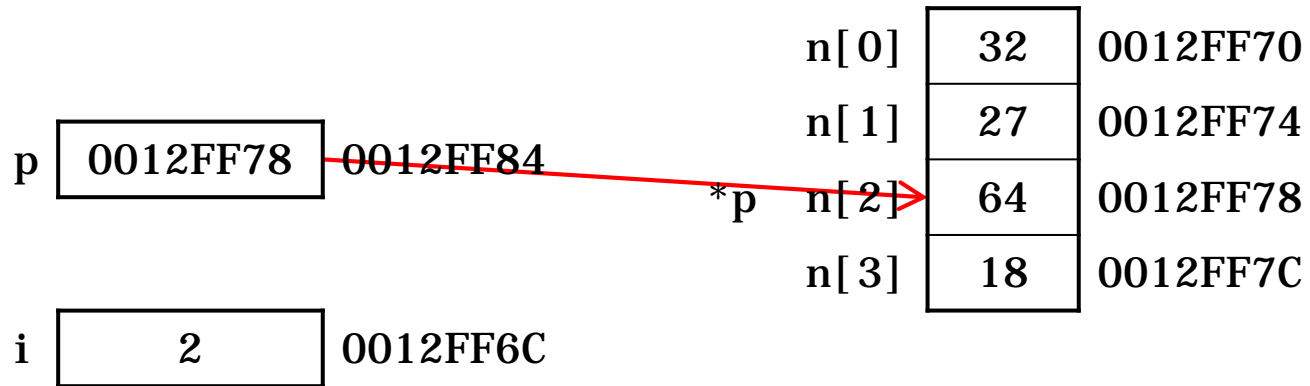
```

int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}

```



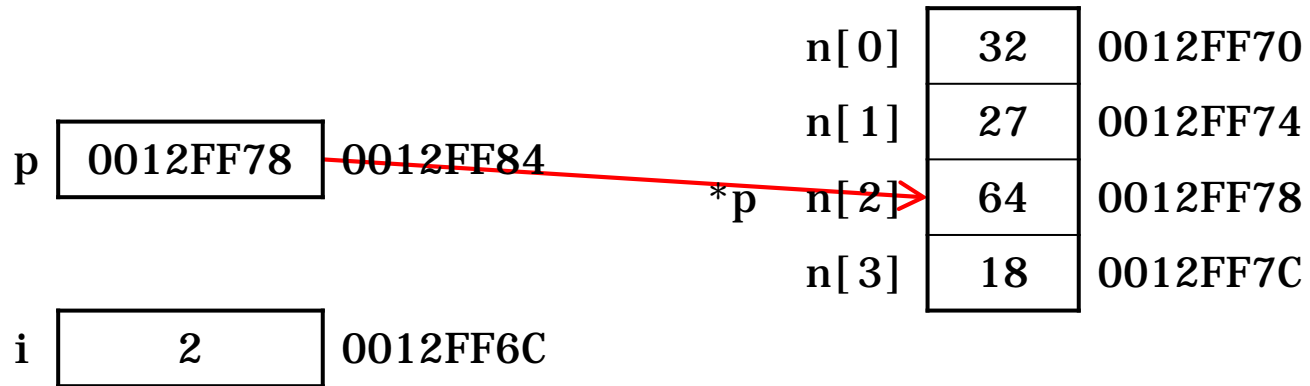
Element	Value
0	32
1	27

Output

```
int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}
```



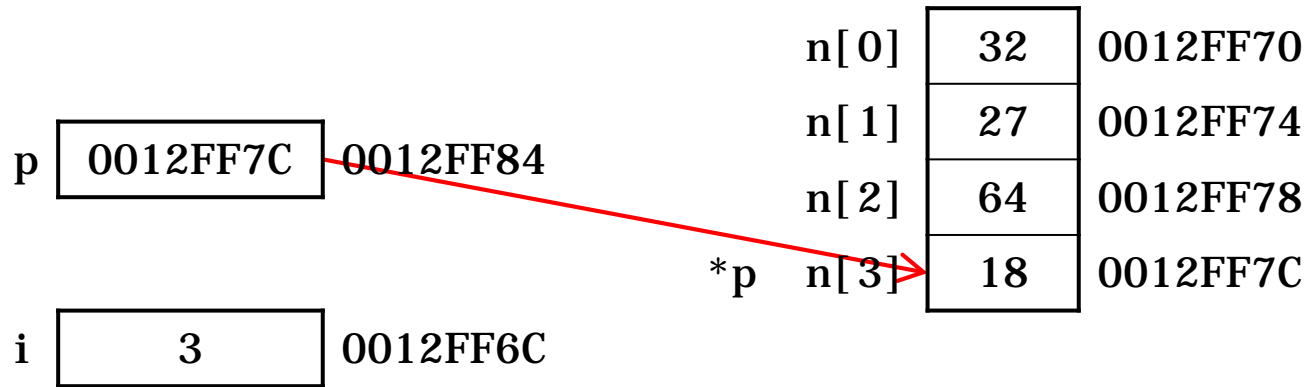
Element	Value
0	32
1	27
2	64

Output

```
int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}
```



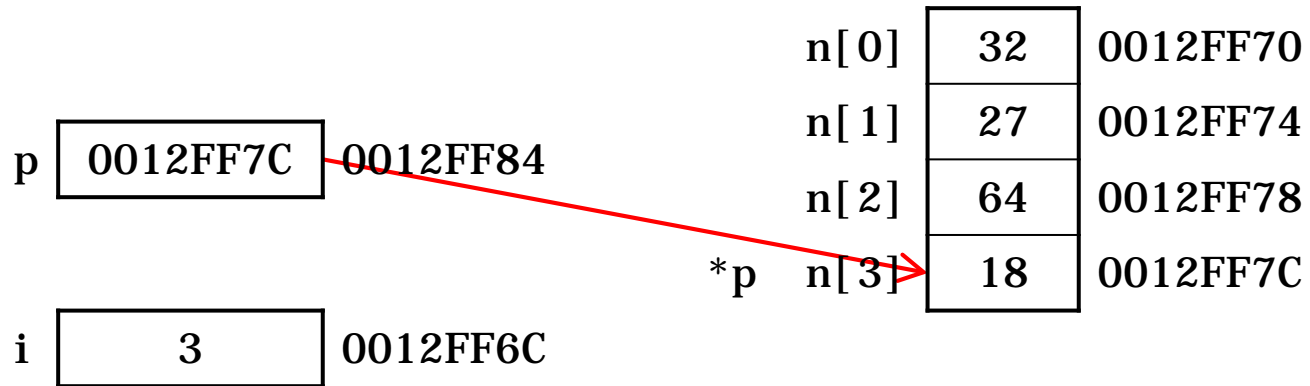
Element	Value
0	32
1	27
2	64

Output

```
int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "Element" << setw( 7 ) << "Value" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}
```



El ement	Val ue
0	32
1	27
2	64
3	18

Output

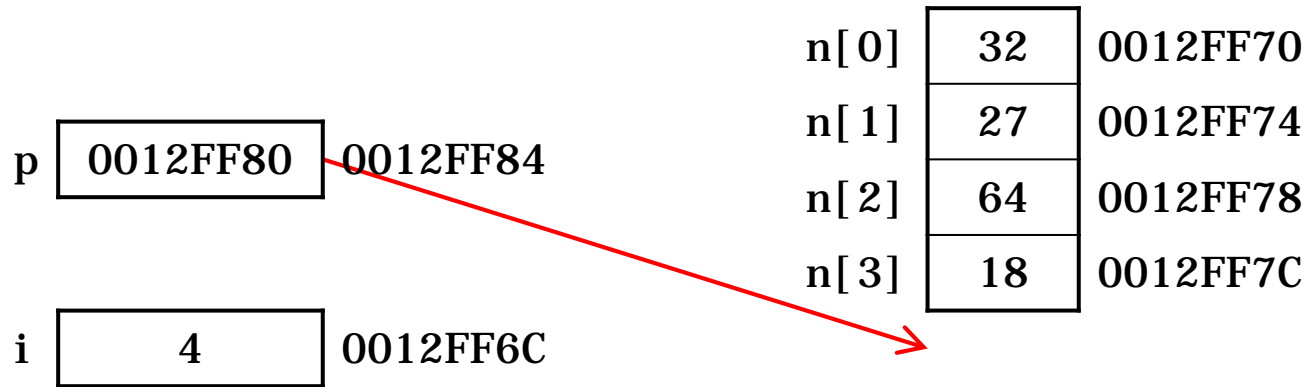
```

int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}

```



El ement	Val ue
0	32
1	27
2	64
3	18

Output

```
int main()
{
    int n[ 4 ] = { 32, 27, 64, 18 };

    cout << "El ement" << setw( 7 ) << "Val ue" << endl;

    for( int i = 0, *p = n; p < n + 4; i++, p++ )
        cout << setw( 7 ) << i << setw( 7 ) << *p << endl;
}
```